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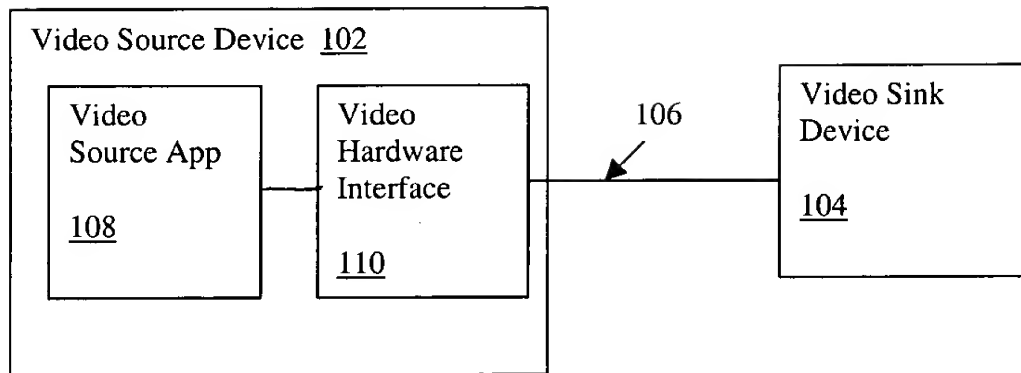


Figure 1

Video Source Application		Video Hardware Interface
Generate C_n	C_n, Ck_{sv}, C_{mode} →	Generate K_u' (Ck_{sv}, Dk_{sv}) Generate K_p' (K_u', C_n, Bk_{sv})
Generate K_u (Ck_{sv}, Dk_{sv}) Generate K_p (K_u, C_n, Bk_{sv})	← S', Bk_{sv}, Dk_{sv}	Generate $S' = \text{status} \parallel K_p'$
Determine if $K_p = K_p'$		

Figure 2a

Video Source Application		Video Hardware Interface
Generate C_n	C_n, Ck_{sv}, C_{mode} →	Generate K_u' (Ck_{sv}, Dk_{sv}) Generate K_e' (K_u', C_n)
Generate K_u (Ck_{sv}, Dk_{sv}) Generate K_e (K_u, C_n)	← M', Dk_{sv}	$M' = K_e' \text{ XOR } M_0'$
$M_0' = K_e \text{ XOR } M'$		

Figure 2b

Hand-drawn block diagram of a combiner function. A stack of boxes labeled "LFSRS" has an output line labeled "802" and a control line labeled "CONTROL" that goes to a box labeled "COMBINER FUNCTION". The "COMBINER FUNCTION" also receives "DATA IN" and has an output labeled "804". A feedback line labeled "DATA COMBINING" goes from the output back to the LFSRS stack. A handwritten "200" is on the right.

Fig. 4a

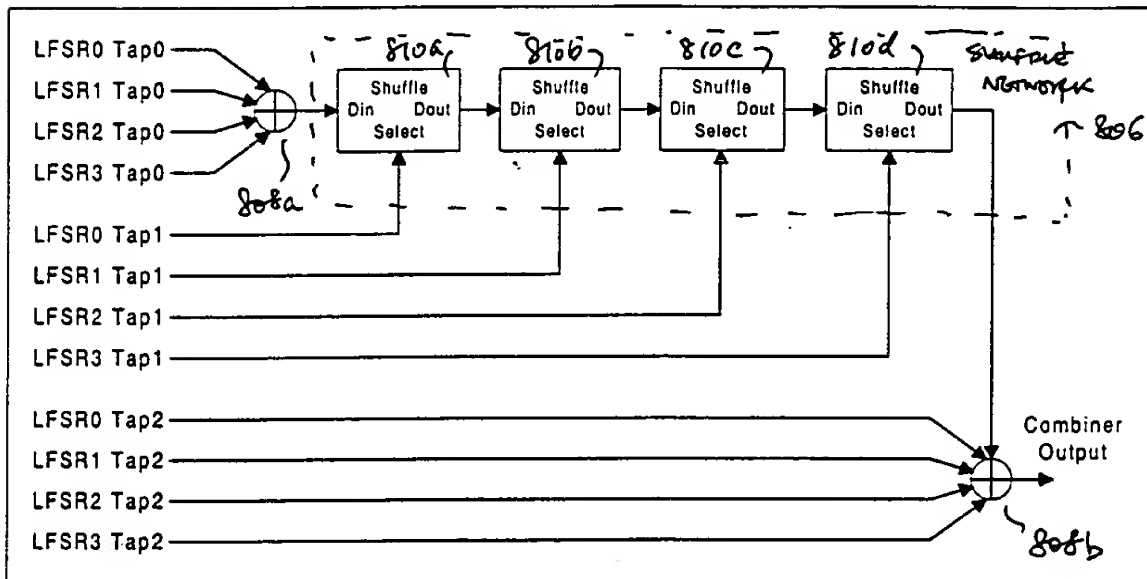


Fig. 4b

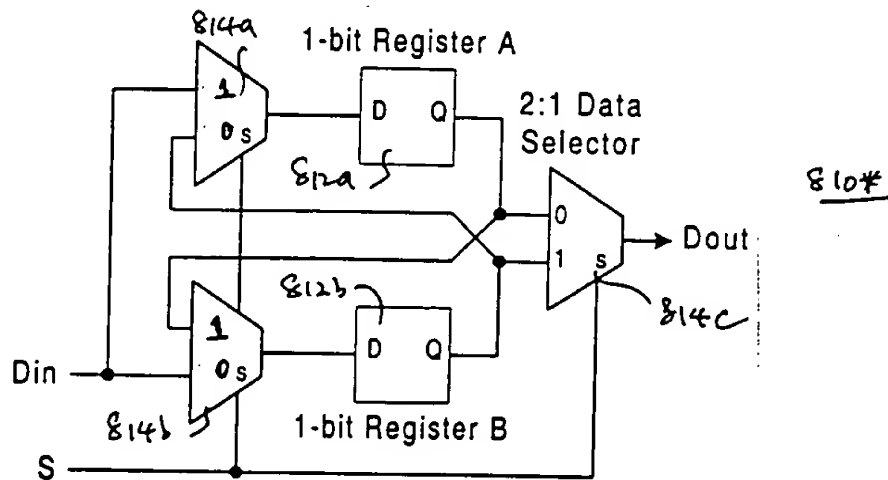


Fig. 4c